

# COMPUTER BASEBALL™



STRATEGIC SIMULATIONS INC.



# COMPUTER BASEBALL™



- ☐ Create your own teams or select from many past and present major-league teams.
- ☐ Each baseball player individually rated.
- ☐ Select from over 25 strategy options.
- ☐ Hi-Res playing field showing positions of the fielders as determined by player's strategies.
- ☐ Tabulates statistics for each game.
- ☐ Two-player and solitaire (computer-as-opponent) games.

ESL  
ENTERTAINMENT SOFTWARE LEAGUE INC.



COMPUTER BASEBALL™



# COMPUTER BASEBALL



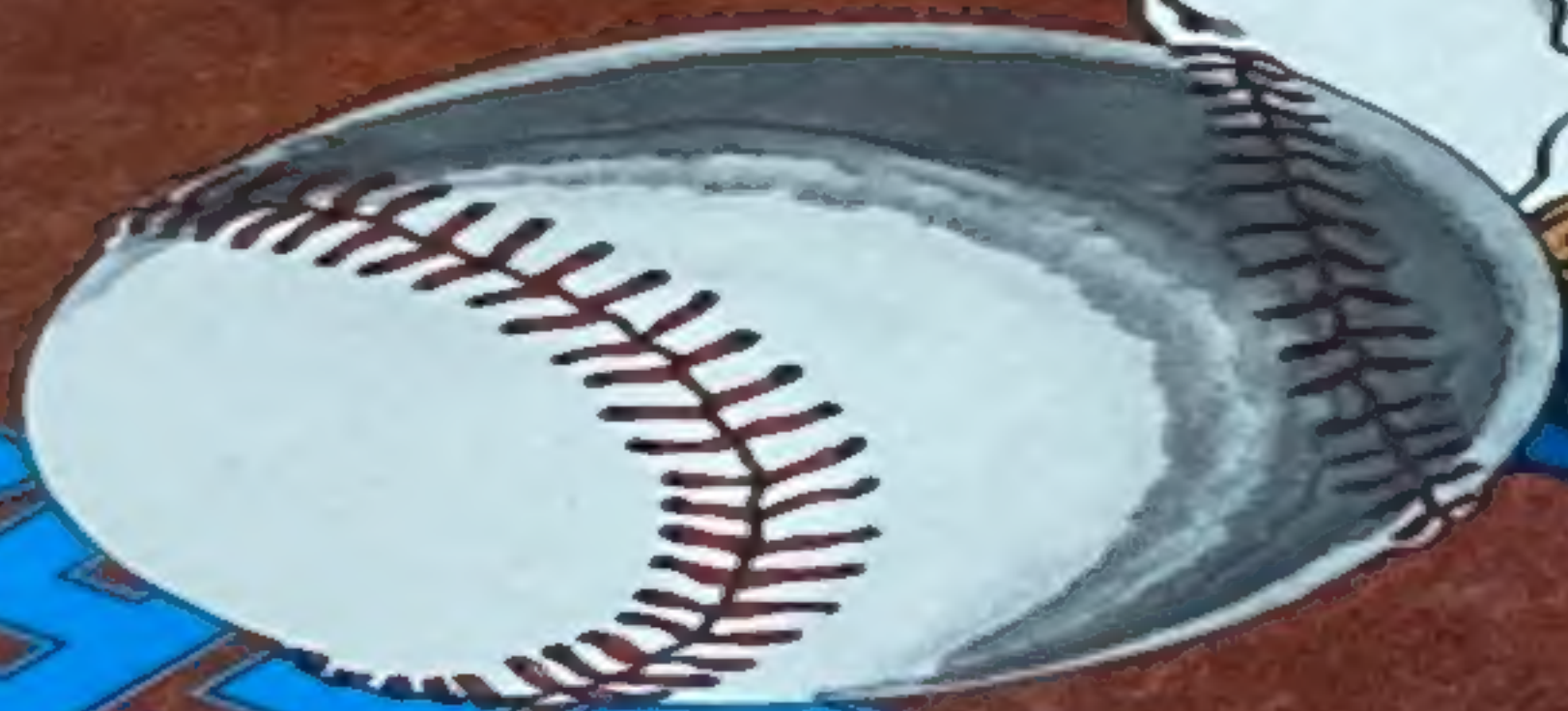
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LOUIS HSU  
SAEKOW



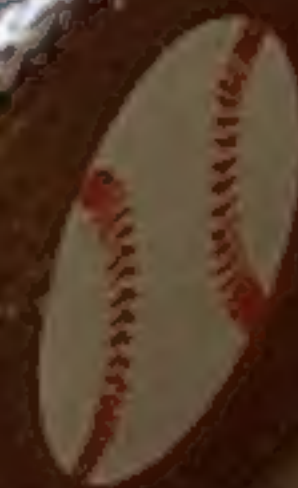
# COMPUTER BASEBALL



COMPUTER BASEBALL™ is designed by Charles Merrow and Jack Avery,  
who also designed SSI's COMPUTER AIR COMBAT™.

- ☐ Playing Time: 1 Hour
- ☐ Introductory Level

COMPUTER BASEBALL





BASEBALL™



STRATEGIC  
SIMULATIONS  
INC.

For Your  
APPLE II  
with  
Applesoft  
ROM Card  
or  
AppleII  
Plus  
48K  
Memory  
& 1 Mini  
Floppy  
Disc Drive

Cover

Design:

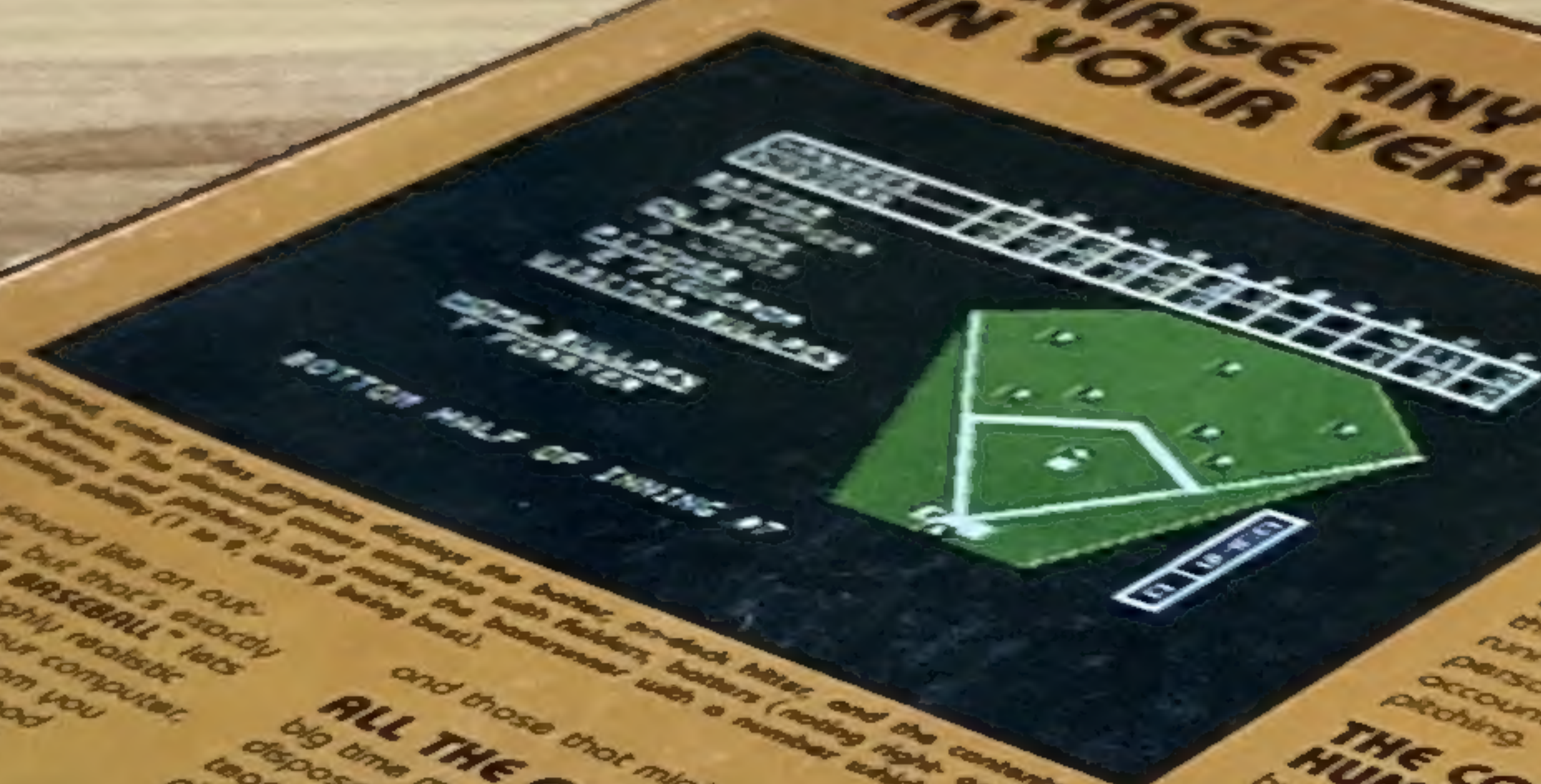
LOUIS HSU  
SAEKOW







# MANAGE ANY TEAM IN THE WORLD IN YOUR VERY OWN BALLPARK!



**THE COMPUTER** resolves the action based on your decisions and the results of player statistics you've fed into it. Using animated color hi-res graphics, the computer presents an amazingly realistic simulation of baseball that's fun and fast to play. It is so true to life that a hitter with a high RBI total will be biased to hit more often when runners are on base. On potential double plays, it will check for the fielding abilities of the players involved and for the running ability of the batter and accounts for streak hitting and pitching.

**THE COMPUTER IS HUMAN, TOO.** Like a human opponent, it will manage the opposing team during solitaire play. It also referees the game like a real-life umpire, and like its human counterpart, the computer always thinks it is right and is thus completely unyielding. So, as in a real baseball game, you can yell and scream at the umpire all you want, and nothing's going to change. But then, that's all part of the fun. At least here, you won't get thrown out of the game!

- GAME CONTENTS:**
- 5 1/4" program disc
  - Rulebook
  - Player statistics manual
  - 2 player-aid cards



Animated, color hi-res graphics display the batter, on-deck hitter, and the contents of your bullpen. The diagram shows complete with fielders, batters (noting right and left handed batters and pitchers), and marks the baserunner with a number which denotes further running ability (1 to 4, with 4 being best).

It may sound like an out-rageous boast, but that's exactly what **COMPUTER BASEBALL**™ lets you do. With this highly realistic strategy game and your computer, you can manage any team you like — from the neighborhood leaguers to the 1944 St. Louis Browns!

**COMPLETE STATISTICS** can be entered for all the players. For pitchers, the computer asks for games and innings pitched, walks, games and errors, such as batting average, home runs, stolen bases, etc. For batters, it asks for extensive data, such as batting average, home runs, stolen bases, etc. For you historical buffs, the data for over 80 great past and present major league teams are provided so you can re-create memorable games that were

and those that might have been. **ALL THE OPTIONS** of a big time manager are at your disposal. You decide whether your team should hit and run, pinch hit, pinch run, bunt, steal, run conservatively or aggressively. On defense, you can call for the first and third basemen to guard the lines, or for the outfield to play shallow. You can opt to hold runners tight or loose, or for infield in at double-play depth, or in all the way.

Since pitchers deserve special attention, you can choose between a right-hander and a southpaw. You can tell him to pitch around the batter or simply order an intentional walk. You can even visit the mound to see how he's doing, and if necessary, dig into the bullpen for a reliever.

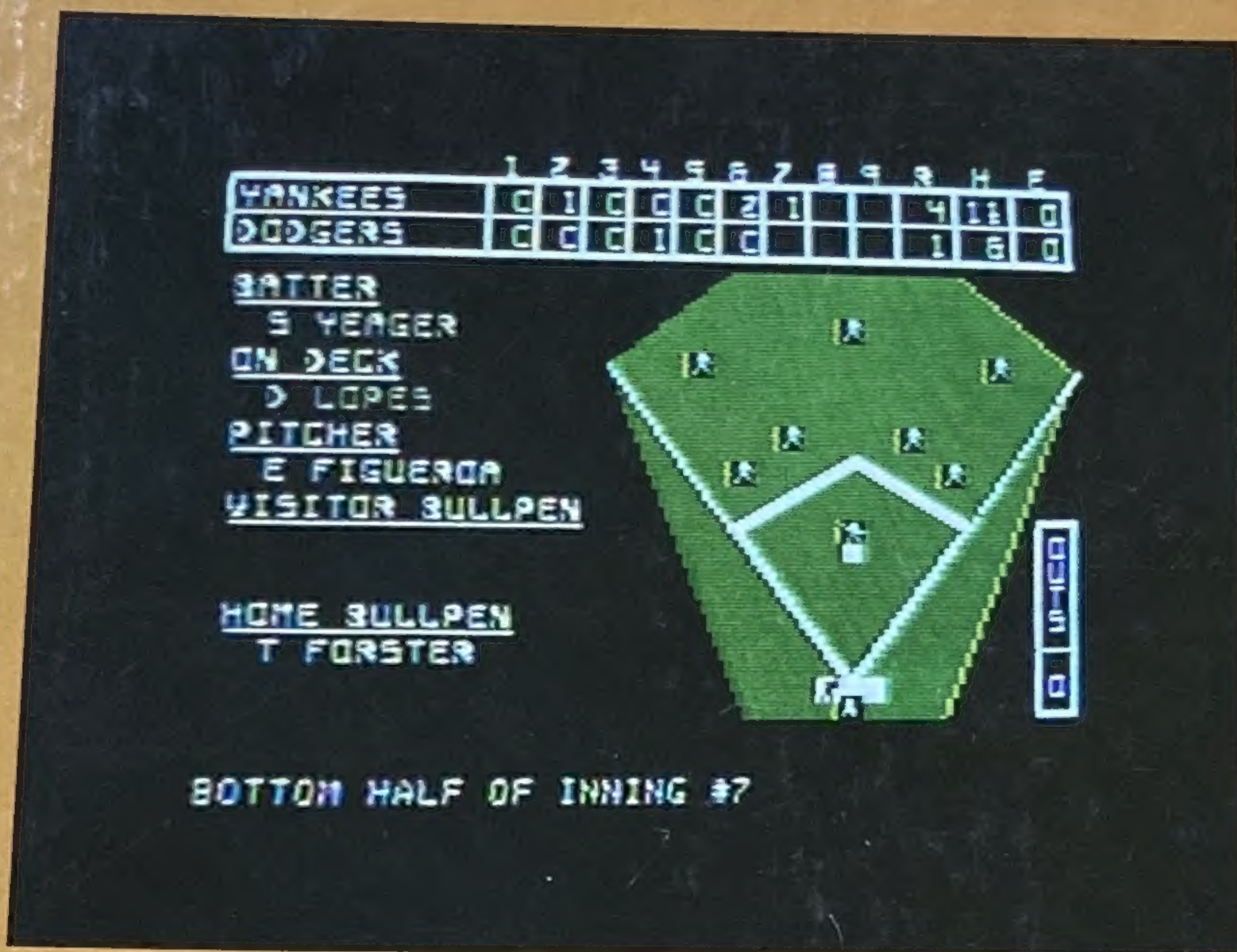
- ☐ Create your own teams or select from over 85 strategy options
- ☐ Each basebal player individually optioned
- ☐ Select from over 85 strategy options

Boxed with APPLE II, APPLE II+, or APPLE IIc. Includes 1.2 MB disk card or 5.25" diskette. Requires 48K memory & 1 MB disk. Disc Drive.

Cover Design: LOUIS HEDGECOCK



# MANAGE ANY TEAM IN THE WORLD IN YOUR VERY OWN BALLPARK!



Animated, color Hi-Res graphics displays the batter, on-deck hitter, and the contents of both bullpens. The diamond comes complete with fielders, batters (noting right- and left-handed batters and pitchers), and marks the baserunner with a number which denotes his/her running ability (1 to 9, with 9 being best).

It may sound like an outrageous boast, but that's exactly what **COMPUTER BASEBALL™** lets you do. With this highly realistic strategy game and your computer, you can manage any team you like — from the neighborhood hackers to the 1944 St. Louis Browns!

## COMPLETE STATISTICS

can be entered for all the players. For pitchers, the computer asks for games and innings pitched, walks, strikeouts, won-loss record, and ERA. For batters, it asks for extensive data, such as batting average, home runs, stolen bases, fielding ability, and number of games played.

For you historical buffs, the data for over 20 great past and present major league teams are provided so you can re-create memorable games that were

and those that might have been.

## ALL THE OPTIONS

of a big time manager are at your disposal. You decide whether your team should hit and run, pinch hit, pinch run, bunt, steal, run conservatively or aggressively.

On defense, you can call for the first and third basemen to guard the lines, or for the outfield to play shallow. You can opt to hold runners tight or loose, or ask for infield in at double-play depth, or in all the way.

Since pitchers deserve special attention, you can choose between a righthander and a southpaw. You can tell him to pitch around the batter or simply order an intentional walk. You can even visit the mound to see how he's doing, and if necessary, dig into the bullpen for a reliever.

## THE COMPUTER

resolves the action based on your decisions and the reams of player statistics you've fed into it. Using animated, color Hi-Res graphics, the computer presents an amazingly realistic simulation of baseball that's fun and fast to play. It is so true to life that a hitter with a high RBI total will be biased to hit more often when runners are on base. On potential double plays, it will check for the fielding abilities of the players involved and for the running ability of the batter and person on first base. It even accounts for streak hitting and pitching.

## THE COMPUTER IS HUMAN, TOO.

Like a human opponent, it will manage the opposing team during solitaire play.

It also referees the game like a real-life umpire, and like its human counterpart, the computer always thinks it is right and is thus completely unyielding. So, as in a real baseball game, you can yell and scream at the umpire all you want, and nothing's going to change.

But then, that's all part of the fun. At least here, you won't get thrown out of the game!

## GAME CONTENTS:

5¼" program disc  
Rulebook  
Player statistics manual  
2 player-aid cards







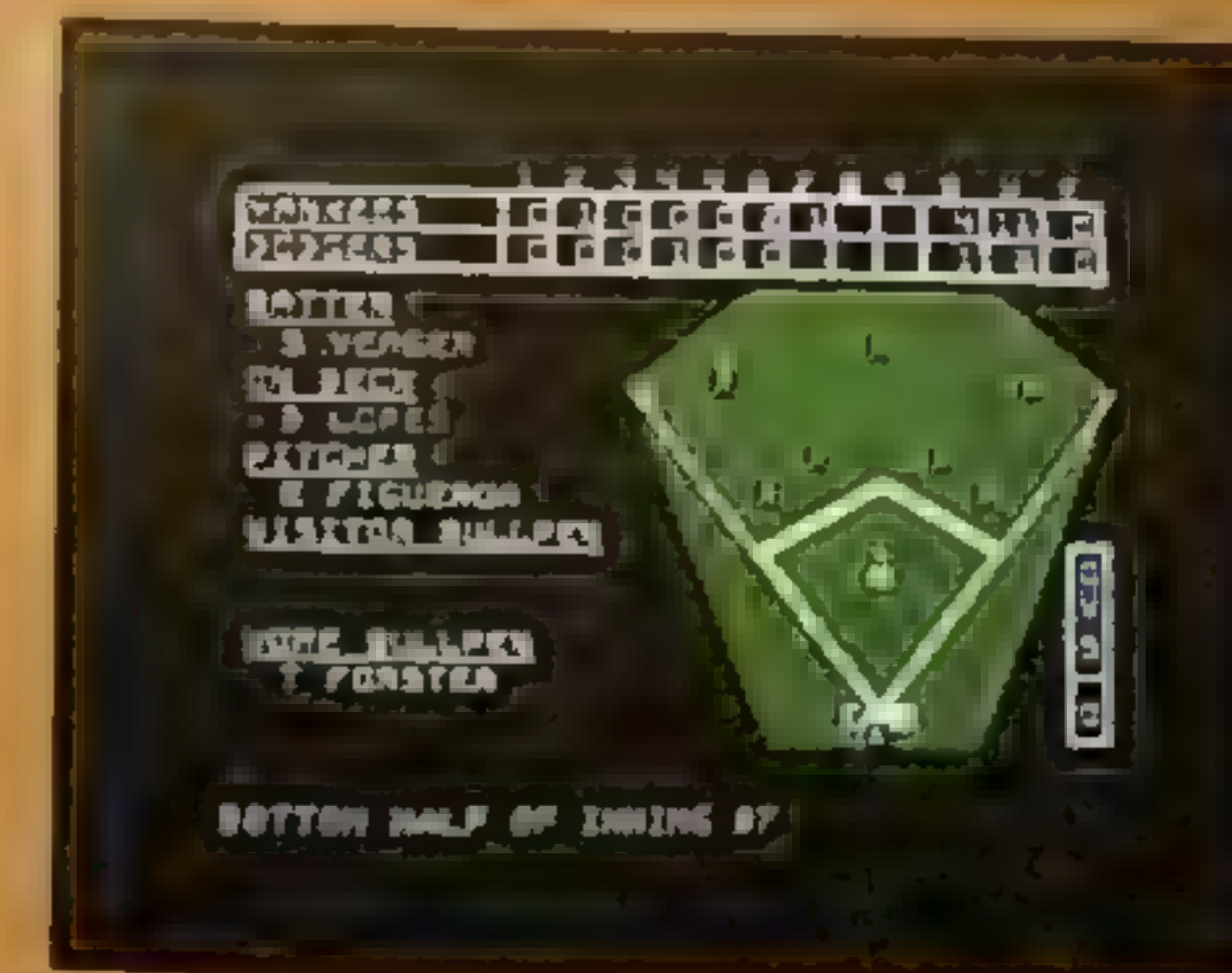






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**MANAGE ANY TEAM IN THE WORLD  
IN YOUR VERY OWN BALLPARK!**



## THE COMPUTER resolves

the crime based on your memories and a series of power statistics you've fed into it. The computer uses M-Hes graphics; the computer presents an on-the-spot, realistic simulation of physical events. It's fun and fast to play. It is as true as it is that it mixes with a high RAR rating. It is as realistic as it is that when numbers are on board. On potential divorce plots, it will tell the likelihood of the parties involved and for the running ability of the batter and person on first base. It is even accurate for simple hitting and

**REVIEWED BY**

**THE COMPUTER IS HUMAN, TOO.** Like a human opponent, it will manage the opposing team during soccer play.

Animated color Hi-Res graphics display the better on each filter and the modern built-in bulbless. The glassless comes complete with holders, handles, eating right- and left-handed buttons and patches) and marks the improvement with a number which shows the best running ability, 1 to 9 with 9 being best.)

It may sound like an outrageous boast, but that's exactly what **COMPUTER ASSAULT™** lets you do: turn the early season strategy game into your computer you can manage only team you like — from the neighborhood hackers to the 1944 St. Louis Browns!

and those that might have been

### ALL THE OPTIONS

**COMPLETE STATISTICS**  
can be entered for all the players  
for pitchers, the computer asks for  
games and innings pitched, walks,  
strikeouts, won-loss record and  
ERA. **BASE RUNS** asks for  
extensive data, such as batting  
average, home runs, stolen bases,  
fielding ability, and number of  
games played.

For you historical buffs, the data for over 20 great past and present major league teams are provided so you can re-create memorable games that were

### ALL THE OPTIONS

On defense, you can call for the first and third basemen to guard the lines, or for the outfielders to play shallow. You can opt to hold runners tight or loose, or for infield in or double-play defense or in all the ways

Since pitchers deserve special attention, you can choose between a righthander and a southpaw. You can tell him to pitch around the batter or simply order an intentional walk. You can even throw the mound to see how he's doing, and if necessary, dig into the bullpen for a reliever.



Dear **COMPUTER BASEBALL** Owls

Tired of the time consuming process of gathering, analyzing, and interpreting statistics for your favorite all time baseball teams? If so, we're sure you'll be interested in our huge selection of teams dating back to 1900.

Every pennant and division winner, every championship team, every major league bad team are included in this collection of 30 teams on 30 basketballs. Each disc contains 61 teams from different eras on a single

[illegible]

TO ORDER Fill in the order needs below and mail as with your check or money order to  
CB Enterprises, 129 Redondo Ct., Marina, CA 93993

(Please Print)

Name \_\_\_\_\_

Address: \_\_\_\_\_

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Zip: \_\_\_\_\_

☐ Customs \_\_\_\_\_

☐ Disks 1-6 \$60.00 ppd.

☐ Disk 1 \$18.00 ppd.

☐ Disk 2 \$18.00 ppd.

☐ Disk 3 \$18.00 ppd.

☐ Disk 4 \$18.00 ppd.

☐ Disk 5 \$18.00 ppd.

☐ Disk 6 \$18.00 ppd.

☐ KODAK B&W

☐ APPLE II/III

☐ COMMODORE 64

☐ Customized Disk: To order, circle every team you desire (MINIMUM 10, MAXIMUM 61), and compute price as follows.

Total 1

California residents only (95 states)

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## COMPUTER

# COMPUTER BASEBALL

### PLAYER AID CARD — OFFENSE

The offensive action options listed below are available when playing COMPUTER BASEBALL. Defense action options are shown on the other side of this card. When using the KEYBOARD entry option, the action code is typed in directly when requested followed by a RETURN. The standard 'H' - Hit away action also can be selected simply by pressing RETURN. When using the PADdle entry option, the command is selected by rotating the paddle control until the chosen command is displayed on the screen. When pressing the paddle button in either case, the offense commands 'H' - Run, 'S' - Steal, 'H' - Hit away, and 'H\*' - Hit and Run terminate the offense action phase.

OFFENSE ACTIONS	
COMMAND	ACTION
H	Hit away
HH	Hit and Run
S	Steal
B	Bunt
PH	Pinch Hitter
PN	Pinch Runner
HA	Run Aggressively
HN	Run Normally
HC	Run Conservatively
BP	Bull Pen change
SG	Save Game

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## RULE BOOK

STRATEGIC SIMULATIONS IN



# COMPUTER FAMOUS WORLD SERIES MATCHUPS BASEBALL



You never thought your computer could be this exciting.

**maxell.**  
Mini-Floppy Disk

A disc containing data for all 1980 major league teams will be available for \$15.00 direct from Sports Illustrated no later than August 15, 1981.



STRATEGIC SIMULATIONS INC  
465 Fairchild Drive, Suite 108 • Mountain View, CA 94035



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 B. Robinson

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 Wagner  
 Resky

2B  
~~Roller~~  
 Gehring  
 Runnels

1B  
 Chance  
 Miskal  
 Greenberg  
 YAZ

C  
 Cochrane

P



March 22, 1984

Dear Mr. Allen:

Strategic Simulations Inc.  
 883 Stierlin Rd.  
 Mountain View, CA 94043-1983

I have contacted the author of Computer Baseball and he agreed that the filename could be saved either under "SS-OR<SPACE>" or under "SS-OR-<SPACE>".

He was more surprised than I that you were even able to save the data, since most versions of DOS will not accept a filename that begins with a number. It still remains possible that even if the file was saved, DOS will still be unable to recover it. If that is the case, then the only alternative, sadly, is to re-write the data disk.

Sincerely Yours,

*Michael Kawahara*

Michael Kawahara  
 SSI Research and Development

MPUTER

## COMPUTER BASEBALL™

### PLAYER AID CARD — OFFENSE

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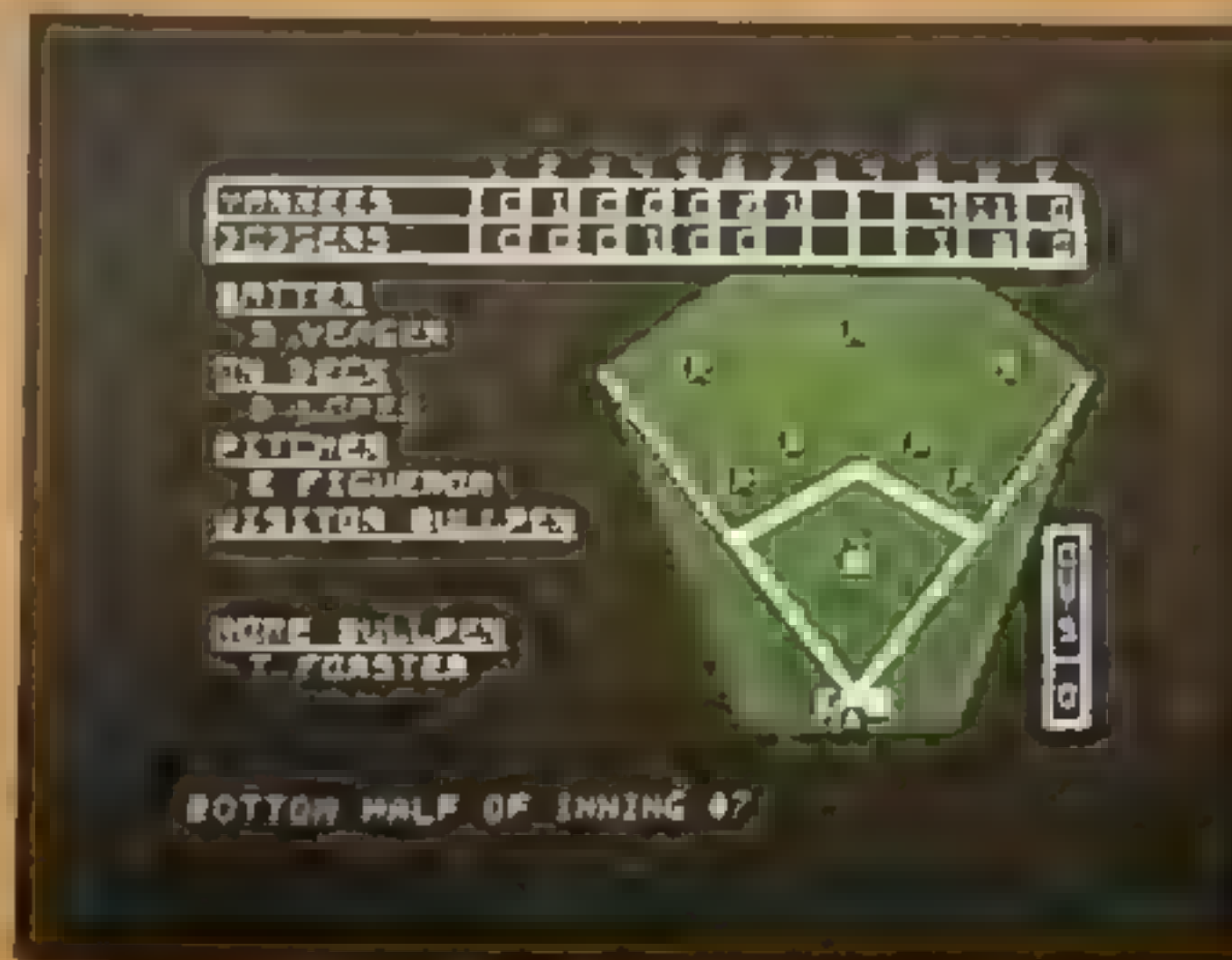
#### OFFENSE ACTIONS

COMMAND	ACTION
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HR	Hit and Run
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B	Bunt
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PR	Pinch Runner
RA	Run Aggressively
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RC	Run Conservatively
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**THE COMPUTER** replicates the action-based, on-your-desk-and-the-teams-of-proper-statistics you've had inside. Using animated color Hi-Res graphics, the computer presents an animated, realistic simulation of baseball games fun and fast to play. It's so true to life that a batter with a high batting average is blessed to hit more often when runners are on base. On potential double plays, it will check for the fielding abilities of the players involved and for the running ability of the batter and person on first base. It even awards for streak hitting and pitching.

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**GAME CONTENTS:**  
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Rulebook  
Player statistics manual  
2 player-aid cards



Dear **COMPUTER BASEBALL** Owner

Tired of the time consuming process of gathering, analyzing, and entering statistics for your favorite all-time baseball teams? If so, we're sure you'll be interested in our huge selection of teams dating back to 1900. Every pennant and division winner, every close contender, even notoriously bad teams are included in this collection of 305 teams on 5 diskettes. Each disk contains 61 teams from different eras, as shown.

NATIONAL LEAGUE	1900-1909	1910-1919	1920-1929	1930-1939	1940-1949	1950-1959	1960-1969	1970-1979	1980-1989
Brown	1900-1909	1910-1919	1920-1929	1930-1939	1940-1949	1950-1959	1960-1969	1970-1979	1980-1989
Cardinals	1900-1909	1910-1919	1920-1929	1930-1939	1940-1949	1950-1959	1960-1969	1970-1979	1980-1989
Cubs	1900-1909	1910-1919	1920-1929	1930-1939	1940-1949	1950-1959	1960-1969	1970-1979	1980-1989
Pirates	1900-1909	1910-1919	1920-1929	1930-1939	1940-1949	1950-1959	1960-1969	1970-1979	1980-1989
Reds	1900-1909	1910-1919	1920-1929	1930-1939	1940-1949	1950-1959	1960-1969	1970-1979	1980-1989
Robins	1900-1909	1910-1919	1920-1929	1930-1939	1940-1949	1950-1959	1960-1969	1970-1979	1980-1989
Saints	1900-1909	1910-1919	1920-1929	1930-1939	1940-1949	1950-1959	1960-1969	1970-1979	1980-1989
Senators	1900-1909	1910-1919	1920-1929	1930-1939	1940-1949	1950-1959	1960-1969	1970-1979	1980-1989
Shaw	1900-1909	1910-1919	1920-1929	1930-1939	1940-1949	1950-1959	1960-1969	1970-1979	1980-1989
Spiders	1900-1909	1910-1919	1920-1929	1930-1939	1940-1949	1950-1959	1960-1969	1970-1979	1980-1989
Supers	1900-1909	1910-1919	1920-1929	1930-1939	1940-1949	1950-1959	1960-1969	1970-1979	1980-1989
Terriers	1900-1909	1910-1919	1920-1929	1930-1939	1940-1949	1950-1959	1960-1969	1970-1979	1980-1989
Wonders	1900-1909	1910-1919	1920-1929	1930-1939	1940-1949	1950-1959	1960-1969	1970-1979	1980-1989
Yankees	1900-1909	1910-1919	1920-1929	1930-1939	1940-1949	1950-1959	1960-1969	1970-1979	1980-1989

TO ORDER: Fill in the order card below, and mail to: Strategic Simulations, Inc., 465 Falchil Drive, Mountain View, CA 94043.  
CB Enterprises, 129 Redondo Ct., Marina, CA 94033

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Zip: \_\_\_\_\_  
☐ Customized Disk: To order, circle every team you desire (MINIMUM 10, MAXIMUM 61), and compute price as follows:  
1st 10 teams \$10.00  
add'l teams @ .40 ea. \$ \_\_\_\_\_  
Total: \$ \_\_\_\_\_ ppd.  
California residents add 6% sales tax

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## COMPUTER

### COMPUTER BASEBALL

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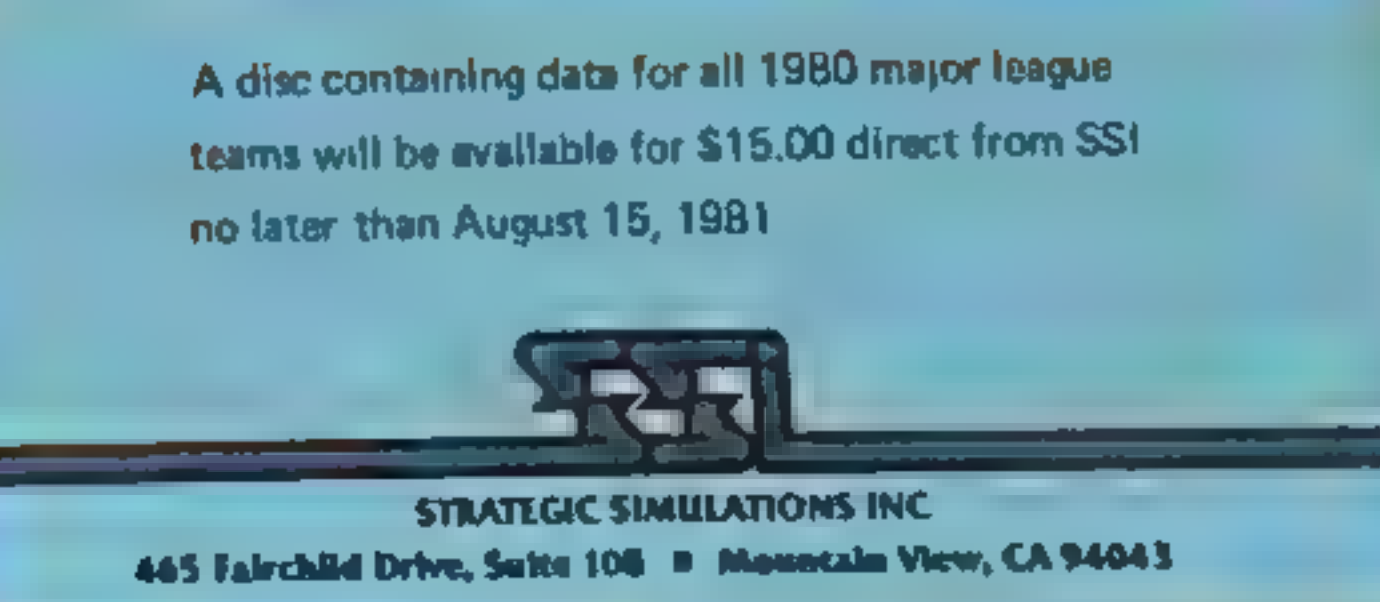
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HR	Hit and Run
S	Steal
B	Bunt
PH	Pinch Hitter
PR	Pinch Runner
RA	Run Aggressively
RN	Run Normally
RC	Run Conservatively
BP	Bull Pen change
SL	Save Game

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### RULE BOOK

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STRATEGIC SIMULATIONS INC.  
465 Falchil Drive, Suite 108 • Mountain View, CA 94043



COMPUTER

add'l teams @ .40 ea.....\$10.00  
Total.....\$.....ppd.  
California residents add 6% sales tax  
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COMPUTER  
BASEBALL™

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maxell®  
Mini-Floppy Disk

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465 Fairchild Drive, Suite 108 • Mountain View, CA 94043



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Every pennant and division winner, every close contender, even notoriously bad teams are included in this collection of 305 teams on 5 diskettes!  
Each disk contains 61 teams from different eras, as shown:

FOR APPLE II+/IIe  
& COMMODORE 64

	DISK 1 1900 1919	DISK 2 1920 1939	DISK 3 1940 1959	DISK 4 1960 1969	DISK 5 1970 1979
<b>NATIONAL LEAGUE</b>					
Brooklyn/ Los Angeles DODGERS	00 08 16	20 24	40 41 42 46 47 49 51 52 53 55 56 59	61 62 63 65 66	71 73 74 76 77 78
New York/ San Francisco GIANTS	04 05 06 08 11 12 13 17	20 21 22 23 24 28 30 33 34 36 37	51 54	62 64 65 66 67 68 69	71
Pittsburgh PIRATES	01 02 03 08 09 12	25 27	52	60 66	70 71 72 74 75 77 79
Chicago CUBS	06 07 08 09 10 18	29 30 32 35 38	45	69	70
Cincinnati REDS	19	39	40 56	61 62 64	70 72 73 74 75 76 78 79
Boston/Milwaukee/ Atlanta BRAVES	06 11 14	35	48 56 57 58 59	60 66 69	
Philadelphia PHILLIES	15 16 17	28 30	41 50	64	76 77 78
St. Louis CARDINALS		24 26 28 30 31 34 35	41 42 43 44 46 49	63 64 67 68	74
New York METS				62 69	73
Houston COLT 45s				62	79
Houston ASTROS				69	79
Montreal EXPOS				69	
San Diego PADRES				69	
<b>AMERICAN LEAGUE</b>					
Philadelphia/Kansas City/ Oakland A's	02 05 10 11 13 14 16	28 29 30 31 32	46	69	71 72 73 74 75 76
Chicago WHITE SOX	01 06 08 10 17 19	20	59	63 64 65 67	72
Boston RED SOX	12 15 16 18	39	41 46 48 50	67 69	75 77 78
Detroit TIGERS	07 08 09 11 15	34 35	40 44 45 46	61 67 68 69	72
Cleveland INDIANS	08	20	48 52 54 55 56	65 68	
Washington SENATORS	04 09 13	24 25 33			
New York HI'LANDERS	04				
Boston PILGRIMS	02 03 04				
New York YANKEES		20 21 22 23 26 27 28 30 31 32 34 36 37 38 39	41 42 43 47 49 50 51 52 53 54 55 56 57 58	60 61 62 63 64 66	75 76 77 78
Baltimore ORIOLES	02			60 66 68 69	70 71 73 74 77 79
St. Louis BROWNS		22 39	44	62 65 66 67 69	70
Minnesota TWINS				64	78 79
L.A./California ANGELS				69	
Seattle PILOTS					76 77 78 79
Kansas City ROYALS					79
Milwaukee BREWERS					74 77
Texas RANGERS					

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CB Enterprises, 129 Redondo Ct., Marina, CA 93933

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Address:.....

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☐ Disks 1-5 \$60.00 ppd.

☐ Disk 1 \$15.00 ppd.

☐ Disk 2 \$15.00 ppd.

☐ Disk 3 \$15.00 ppd.

☐ Disk 4 \$15.00 ppd.

☐ Disk 5 \$15.00 ppd.

(CHECK ONE)

☐ APPLE II+/IIe

☐ COMMODORE 64

☐ Customized Disk: To order, circle every team you desire (MINIMUM 10, MAXIMUM 61), and compute price as follows:

1st 10 teams .....\$10.00

add'l teams @ .40 ea. ....\$

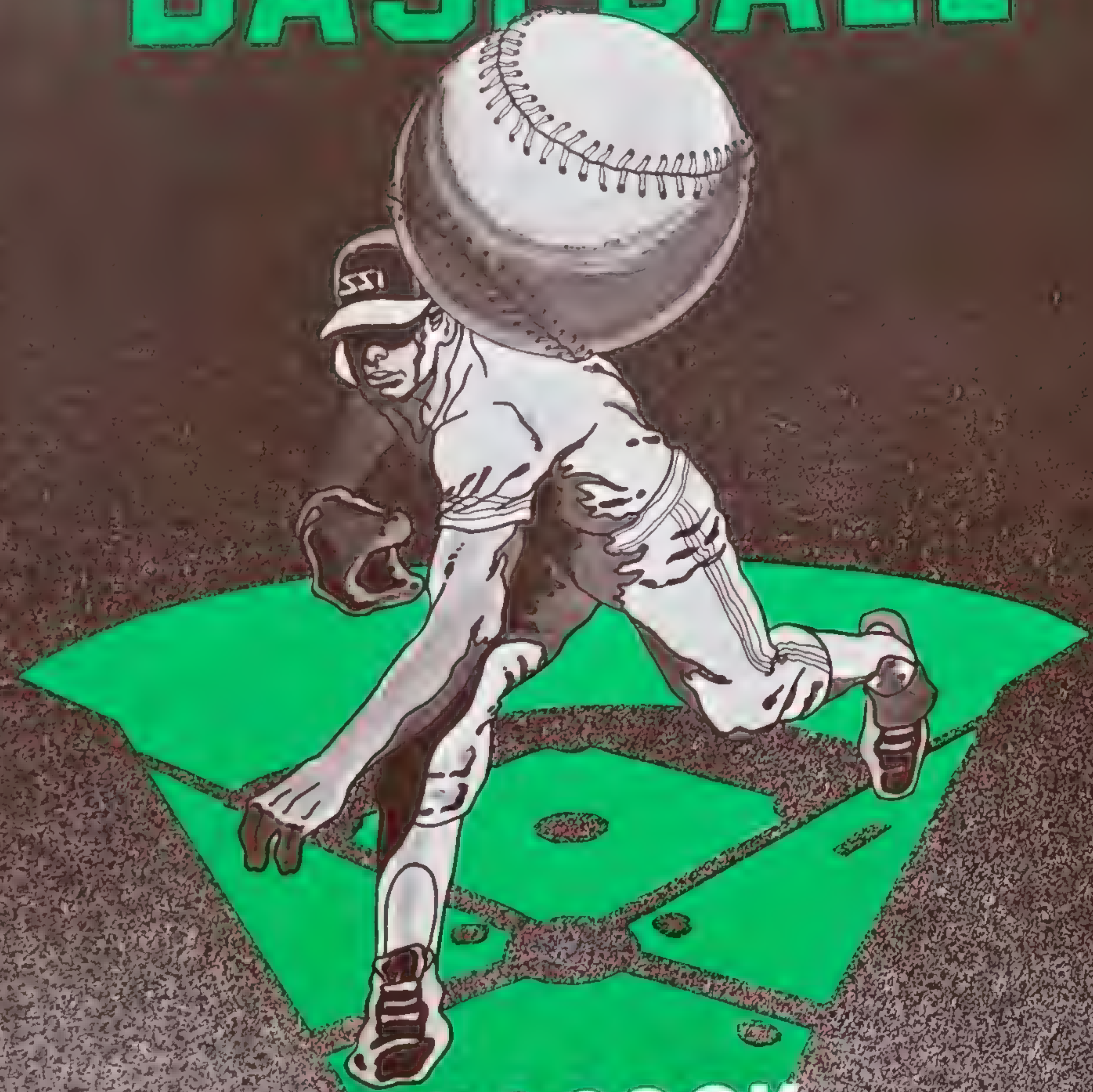
Total.....\$ ppd.

California residents add 6% sales tax.

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# COMPUTER BASEBALL™



RULE BOOK



STRATEGIC SIMULATIONS INC



# COMPUTER FAMOUS MATCHUPS BASEBALL SERIES





You never thought your computer could be this exciting!

surgery to post a 17-10 mark. The Phillies' infield was brilliant, with MVP Mike Schmidt (.286, 48 HR, 121 RBI's) at third, smooth fielding Larry Bowa (.267) at short, Manny Trillo (.292) at second, and Pete Rose (.282), a cinch for the Hall of Fame, at first. Right fielder Bake McBride (.309) had the best average of any of the Phillies, while center fielder Garry Maddox was one of the best in the league defensively.

The Phillies prevailed over the Royals 4 games to 2 in the 1980 World Series, but had to come

from behind in 3 of their 4 wins to do it. The first 5 games were all decided by one or two runs, and the Phillies had to survive bases loaded threats by the Royals in the eighth and ninth innings of the last game before winning 4-1. Mike Schmidt was named the Series MVP on the strength of 2 home runs and a .381 average, although a pretty good case could have been made for either the Phillies' ace reliever Tug McGraw (1-1 with 2 saves and a 1.17 ERA) or the Royals' Amos Otis (.478 average and 3 homers).

### CREDIT

Charles Merrow — Famous World Series Matchups



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# COMPUTER BASEBALL™

## PLAYER AID CARD — OFFENSE

The offensive action options listed below are available when playing COMPUTER BASEBALL. Defensive action options are shown on the other side of this card. When using the KEYBOARD entry option, the action code is typed in directly when requested, followed by a RETURN. The standard 'H' — Hit away action also can be selected simply by pressing RETURN. When using the PADDLE entry option, the command is selected by rotating the paddle control until the chosen command is displayed on the screen, then pressing the paddle button. In either case, the offense commands 'B' — Bunt, 'S' — Steal, 'H' — Hit away, and 'HR' — Hit and Run terminate the offense action phase.

### OFFENSE ACTIONS

COMMAND	ACTION
H	Hit away
HR	Hit and Run
S	Steal
B	Bunt
PH	Pinch Hitter
PR	Pinch Runner
RA	Run Aggressively
RN	Run Normally
RC	Run Conservatively
BP	Bull Pen change
SG	Save Game

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### DEFENSE ACTIONS

COMMAND	ACTION
P	Pitch to batter
PA	Pitch Around batter
IW	Intentional Walk
NI	Normal-depth infield
DP	Double Play-depth infield
GL	Guard Lines at first and third
IC	Infield In at the Corners
IN	Infield IN all-around
NO	Normal Outfield positions
SO	Shallow outfield positions
CP	Change Players
BP	Bull Pen change
VM	Visit Mound
HN	Hold runners Normally
HL	Hold runners Loose.
HT	Hold runners Tight
SG	Save Game

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IN YOUR VERY OWN BACK



Animated, color 16-bit graphics display the pitcher, on-deck hitter, and the contents of both bullpens. The diamond scores complete with fielders, batters (noting right- and left-handed batters and pitchers), and marks the baserunner with a number which denotes his/her running ability (1 to 9, with 9 being best).

It may sound like an outrageous boast, but that's exactly what **COMPUTER BASEBALL™** lets you do. With this highly realistic strategy game and your computer, you can manage any team you like — from the neighborhood hockers to the 1944 St. Louis Browns!

## COMPLETE STATISTICS

can be entered for all the players. For pitchers, the computer asks for games and innings pitched, walks, strikeouts, won-loss record, and ERA. For batters, it asks for extensive data, such as batting average, home runs, stolen bases, fielding ability, and number of games played.

For you historical buffs, the data for over 20 great past and present major league teams are provided so you can re-create memorable games that were

and those that might have been.

## ALL THE OPTIONS

of a big time manager are at your disposal. You decide whether your team should hit and run, pinch hit, pinch run, bunt, steal, run conservatively or aggressively.

On defense, you can call the first and third basemen to guard the lines, or for the outfield to play shallow. You can hold runners tight or loose for infield in at double-play or in all the way.

Since pitchers demand attention, you can call a righthander and a lefthander. You can tell him to throw the ball or strike the batter or strike the mound to get the ball and if necessary, bullpen for